How to / Trackmania / Mediatracker / Workflow

Author : TStarGermany (Translations: Firebird)

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Section 7 : Conditions

Trackmania Forever offers a new feature for playing *clips*: conditions.

The name pretty much says it all, it determines special conditions under which the clip will be played. or not.

None (default)
The clip will be played evertime as soon as the player drives into the trigger area.

Racetime < X and Racetime > X
The clip is only triggered, when the actual racetime is lower/higher than X, where X are seconds Example values: 50 (fifty flat), 50.5 (fifty and a half), 125 (2 minutes and 5 seconds)

Speed < X and Speed > X
The clip is only triggered, when the car's speed is lower/higher than X, where X are KPH.
Example values: 220, 220.5

Already triggered X and Not already triggered X

Maybe the most interesting condition.
What you can't see is that every clip in the clip listing has an invisible ID number.
The X in the condition asks, if a particular clip (ID number) in the listing has already been played or not.
Only if this condition is met, the selected new clip will play.

What are these options really good for ?
Setting conditions for playing clips is a pretty powerful option.

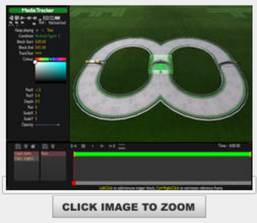
Example 1: Preventing "cutting"
If you want to prevent players from trying to cut your tracks, you can insert multiple clips on your driving track, checking for valid racetimes or other clips beeing already triggered (or not). If your specified conditions are met (or not met), you can just darken the screen and tell the player "not to cut" :-)

Example 2: Multilap / Detour
It's cool to get 2 different clips playing although you pass the same spot twice or more... this is especially useful if people are supposed to behave differently when passing for a 2nd time. You could achieve this by asking for valid racetimes or previous clips beeing triggered or not...

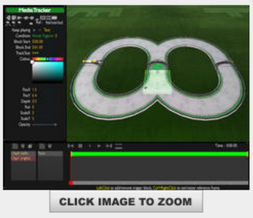
Example 3: Time limits
You can also set time limits in which the player needs to pass a certain trigger point, otherwise he's told to restart.

Attention !
There's 1 special thing to be mentioned when dealing with racetime & speed conditions:
The condition might be *not true* when the car passes the trigger border, but can *become true* while the car is still driving within the trigger area. In this case, the clip is triggered and will play !
(Example: Clip condition is set to "Speed > 120kph"... The driver enters the trigger area with 115kph, so the trigger does not play, but the car accellerates and reaches 121kph, while still beeing in the trigger area... AS SOON as the condition is met, the clip will play.)

An Example for a "triggered/not triggered" condition.



CLICK IMAGE TO ZOOM



CLICK IMAGE TO ZOOM

Click the Icon to download the *"TRIGGER CONDITIONS"* track.

"Clip0 (left)" has its trigger at the start block, so it will be shown immediately after the starting countdown... but only, if "Clip1(right)" was not already played...

It shows a yellow arrow "<<<" going from right to left, to show drivers the direction.

"Clip1(right)" is placed behind the startramp (you can't put triggers for 2 clips at the same point of the road)...

It will play and show a yellow arrow ">>>", pointing to the right.

But the arrows will only display once. They won't display again, because neither the condition for Clip0 or Clip1 will ever be met again, once you passed both of them...

1. Clip0 plays at the start, because Clip1 wasn't triggered yet.
2. Clip1 will play, because Clip0 was already triggered..

And now what? Clip0 can't play again, because... ? Because Clip1 was already triggere and therefor, the conditon of Clip0 is NOT MET.

Clip1 COULD play again and again (because the condition is always true) BUT as you might remember: as long as no other clip is triggered, the previous clip will KEEP BEEING TRIGGERED, that's why Clip1 won't play again...

So how would we manage to get BOTH arrows displayed every round ?

We can't. Unfortunately the explicit trigger conditions don't work like true/untrue settings of triggers. If a condition is true once, it will be always true, it can't be "unset"/made "untrue", like in the general trigger activation/deactivation.

This disfunctionality of 2 things, which seem to be pretty much"the same" is a bit confusing,but you can get used to it.

KNOWN BUGS!
1) Replay conditions don't work in the Outro/Replay section of the mediatracker.
2) Replay conditions don't work while spectating other drivers on an online server (even in "Follow" mode,which equals the "Ingame" Mediatracker content).

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